

Where The Experts Are Putting Their Money

Ask any game player today what they're playing and you'll hear NEO-GEO."

Players enjoy the enhanced graphics and great sound. Headphone jacks allow the player to enjoy stereo sound even if the location had turned the sound down. They can really be part of the game!

The NEO-GEO Memory Card holds up to 27 different games. The player can save his game on the card and come back another time to pick up where he left off.

Games such as Riding Hero and bowling, utilize the Multi-Link feature allowing you to "Link" up to 4 cabinets together. Players compete against each other on separate screens!



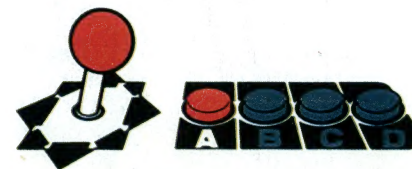
JANUARY FEBRUARY 1991

TIME OUT



LEAGUE BOWLING CONTROLS

JOYSTICK : SELECT BOWLER/COMMAND.
A BUTTON : PRESS TO SET GAUGE/THROW BALL.
B,C,D BUTTON : NOT USED.



NEO GEO

COIN CASCADE LTD
Suppliers of Quality Coin Amusements

Christchurch
Fax: (03) 338-1410
Phone: (03) 338-1411



FunHouse

The Game is watching you!

© Williams

4218570 100590

1031890 429850

© Williams

FunHouse

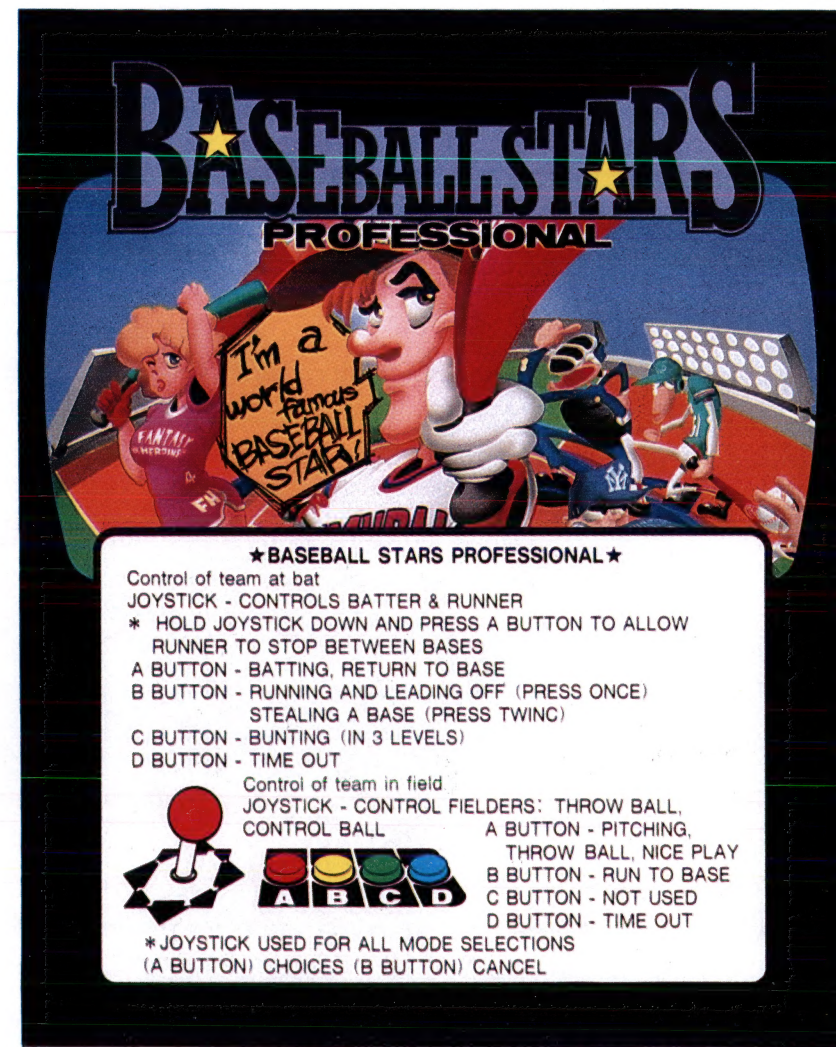
1942 48 YEARS 1990

Williams

Williams Electronics Games, Inc.

3401 N. California Ave.,
Chicago, IL 60618
(312) 267-2240
Fax (312) 267-9435

NEO-GEO



BASEBALL STARS PROFESSIONAL

★BASEBALL STARS PROFESSIONAL★

Control of team at bat

JOYSTICK - CONTROLS BATTER & RUNNER

* HOLD JOYSTICK DOWN AND PRESS A BUTTON TO ALLOW RUNNER TO STOP BETWEEN BASES

A BUTTON - BATTING, RETURN TO BASE

B BUTTON - RUNNING AND LEADING OFF (PRESS ONCE) STEALING A BASE (PRESS TWICE)

C BUTTON - BUNTING (IN 3 LEVELS)

D BUTTON - TIME OUT

Control of team in field

JOYSTICK - CONTROL FIELDERS: THROW BALL, CONTROL BALL

A BUTTON - PITCHING, THROW BALL, NICE PLAY

B BUTTON - RUN TO BASE

C BUTTON - NOT USED

D BUTTON - TIME OUT

* JOYSTICK USED FOR ALL MODE SELECTIONS
(A BUTTON) CHOICES (B BUTTON) CANCEL



Auckland/Northland: Maarten Boogert Ph (09) 524-2639 Fax (09) 524-5773
Central N/I: Robert Briggs Ph (073) 463-783 Fax (073) 463-784
Lower N/I: Mike De Ruyter Ph (04) 699-107 Fax (04) 699-107
South Island: Gary Walker Ph (03) 338-1411 Fax (03) 338-1410

CLASSIFIEDS

SELL

Dynamite Dux	\$550
Fighting Fantasy	\$450
Exed Eyes	\$150
Kageki	\$150
Kuri Kinton	\$200
Main Event	\$150
Taito sitdown cabinets	\$850
Call (04) 699-107	

SELL

Chaston Small game cabinets
-complete with p.c.bs. - \$500
-flipballs/ wall games - on 10c
Call (04) 879-324

SELL

Basketball - Twin unit with excellent earnings in many locations \$3500
Call (03) 3381-411

TAITO (NZ) Cabinets
-complete with pcb
- \$940 + gst
CALL (03) 3381-411

SELL

Ninja / USA	\$600
Dark Seal	\$1100
Last day	\$1280
Bomb Jack	\$150
Tetris	\$300
POW	\$400
Task Force Harrier	\$700
Final Round	\$290
Sharlins Road	\$75
Hustler	\$50
Rainbow Island	\$250
Galaxians	\$50
Aliens	\$1000
Jail Break	\$100
Green Baret	\$100
Toki	\$700
Combatribes	\$1200
Galaga	\$50
Fighting Fantasy	\$250
Vigilante	\$200
Hatrus	\$450
Prehistoric Isle	\$500
Call (073) 463-783	

NEW ADDRESS

Coin Cascade Ltd has now moved to new 14,000 sq ft premises.
Our new postal address is 5 Vulcan Place Christchurch 2.
This is only a block away from our old address.

PRICE LIST (excludes GST)

COIN COUNTERS - NEW \$1 and \$2 COIN CONVERSIONS

CS20J	CS20	CS30J	CS30-CS30D	SC3001
			Minispense	
			CVK70D	

Conversion cost:	\$254	\$284	\$294	\$324	\$886
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GAMES

EXCLUSIVE CONTRACT EXPIRY DATE

Raiden	18.6.91
Hammerin Harry	4.1.91 Expired / not renewed
TMNT	10.11.91 Renewed automatically till 10.11.92
Crude Buster	26.3.91
Lighting Fighters	22.4.91
Major Title	1.12.90 Expired / not renewed
Dark Seal	15.6.91
Combatribes	16.5.91
Aliens	12.2.91 Expired / renewed
USAAF Mustang	3.7.91
Pitfighter	20.10.91

Neo geo systems and all Neo geo games 18.5.93 renew automatically to 18.5.94
All exclusive games copyright will be enforced against all illegal imports.

COMMENTS

HAPPY NEW YEAR:

With putting out a price book quickly in December and not putting out a January book we forgot to wish all a merry Christmas and a happy new year.

CHRISTMAS HOLIDAYS:

Seem to be generally down in income compared to past years. 1991 will be the year that operators will need to consider seriously their dedication to this business. Progressive operators will not only survive but increase revenue.

DOLLAR COIN

The \$1 and \$2 coin will be released in N/Z on 11/2/91. Are you ready?

COIN COUNTERS

Have you had your old coin counter converted to count the new coins. This can be done quickly unless everybody leaves it till the last minute. Send these to us for conversion.

HAMILTON ASSOCIATION:

Tax seminar was held-report later in this issue(page 21). This group with your support could actually do something positive for the industry - imagine no GST in 1991.

TOYS

Complete new selection of toys have now arrived. These will add interest / earnings to your skill tester. New price \$2.40 plus GST each (Note: This price will remain unchanged for at least 12 months)

THE BURDEN OF GST ON AMUSEMENT MACHINE OPERATORS

As discussed at the Tax Seminar held at Waikato University on 10.12.90, organised by the 'Amusement Operators Society Hamilton'

INTRODUCTION:

At the recent tax seminar Glen Wallace, a Tax Manager with the firm Beattie Rickman and David Stephens a Barrister and Solicitor Specialising in taxation matters addressed a group of amusement machine operators.

Although the seminar was organised by the Amusement Operators Society of N.Z. all operators and interested persons were invited to attend. The main topic concerned the burden of G.S.T. on amusement machine operators. This was originally outlined in a letter from Beattie Rickman Taxation Consultants to Mr Ian Brooking on 15.10.90, a copy of which you should have received in the mail recently.

THE PROBLEM:

Amusement machines operate on a fixed coinage e.g. 20c, 40c, 50c, and there is no provision to raise prices in small increments to accommodate a goods and services tax which would be borne by the consumer (game player).

Consequently, the machine operator is having to pay the tax for the consumer even though his returns through the cash box do not compensate for his cost.

GST Legislation was not meant to be a tax on a business, rather a business merely adds the Gst to its selling price and remits to the IRD the difference between input taxes paid and output taxes collected. A business is solely a tax collection agent for the IRD.

As has been pointed out above coin operated amusement machines do not provide any mechanism for increasing the price to the consumer to allow for varying rates of GST. Consequently the amusement machine operator is bearing the GST, and this was not the intention of the legislation.

Our operating profit and cash flow is being severely hampered and the viability of many businesses in our industry are in jeopardy along with many jobs.

The cause of this is due to the GST Legislation not having recognised our unique situation in being unable to collect the tax in the manner of other businesses.

IF YOU HAVE AN AMUSEMENT MACHINE OPERATION BUSINESS YOU ARE BEING UNFAIRLY TAXED. IS THERE A SOLUTION?:

The most appropriate way to resolve the unfair burden of GST (which is effectively a turnover tax on an amusement machine operators business) is to gain zero-rating for Gst purposes.

THIS REQUIRES A CHANGE TO THE LEGISLATION to specify coin operated amusement machines as a zero-rated activity.

WHY ZERO-RATING?:

This is the only method which gives us similar treatment to other businesses.

Zero-rating means that because we cannot collect GST we would not have to account for it in our business operations. Additionally, any GST paid on inputs to our business would be refundable to us.

A discussion on an alternate option, that of seeking GST exemption, was considered less attractive and still unfair in its application.

Banks and other similar financial institutions operate in a GST Exempt mode whereby they do not collect GST on their services although they do not get any refund of input GST. However, they can raise their prices to compensate for this charge..

Zero rating would offer the fairest solution and is consistent with other special cases considered by the Legislation when it was introduced, namely Export Sales, non-reviewable contracts, and refiners of fine metals.

HOW DO WE ACHIEVE THE SOLUTION?:

A 5 step plan was proposed at the seminar.

- i) Inform amusement machine operators and gain their support for a concerted lobby for a legislative change.
- ii) Approach each Regional Office of the Inland Revenue at the most senior level possible to discuss the unfair situation that exists.
- iii) Urge IRD Regional Offices to refer our case to the Policy and Research Division at IRD Head Office Wellington for review.
- iv) Members of organising committee to represent all operators and meet with IRD Head Office personnel with a view to getting a letter of support to a change in Legislation.
- v) Approach politicians to gain favourable support and find a suitable sponsor for a legislative change. At present the current organising committee in Hamilton have had favourable discussions with Simon Upton.

WHAT IS THE BASIS OF OUR CASE?:

We have to be able to demonstrate that since the introduction of GST in October 1986 the consumer (video game player) has never borne the tax and we have been unfairly penalised by having to absorb the costs into our business operations.

The key factor is fairness and uniformity of application of the tax laws, and we believe we are being unfairly treated.

WHAT ARE OUR CHANCES OF SUCCESS?:

This depends entirely on YOU. We must have your support.

Legislative changes are difficult but not impossible to achieve and the GST Act has been modified over 100 times since its inception to tidy up minor items.

Zero-rating has been used before, so there are precedents.

We believe our situation is unique and that it was overlooked when the legislation was drafted. This fact strengthens our case.

Our case must be presented in a professional well organised manner and on a united front.

To this end we will be engaging professional legal and tax consultant assistance.

Comparison costs of neo-geo / conventional video cabinet

Neo-Geo 26"-6 Slot
(with one game)

Initial cost	One new pcb per 4 Months					
	4	8	12	16	20	24
\$6250	760	760	760	760	760	760
Cumulative Cost	7010	7770	8530	9290	10050	10810
26"new cabinet -with 1 x electronic coin mech						
Cabinet \$2700						
New Pcb \$1800	1800	1800	1800	1800	1800	1800
\$4500						
Cumulative Cost	6300	8100	9900	11700	13500	15300
26" Economy -mechanical - mechs 1900						
New Pcb 1800	1800	1800	1800	1800	1800	1800
3700						
Cumulative Cost	5500	7300	9100	10900	12700	14500

We assume that this operator has purchased one new top quality pcb for his round every four months. We do not allow for the NZ \$ to depreciate over the illustrated period (Which it will). In both examples within 10 months the operator has provided a positive return to his business - Neo-Geo appeals to the operator who will be in business in 12 months time.

NEO GEO WARNING

Under the terms of an Agreement between SNK Corporation of Japan (SNK) and Coin Cascade, SNK has given Coin Cascade the exclusive right to distribute "Neo Geo" hardware and software within New Zealand.

Coin Cascade is also entitled to enforce the copyright of "Neo Geo" and any person, firm or company who shall attempt to import, sell, let or hire Neo Geo hardware or software without the consent of the Copyright Owner may be subject to legal proceedings without notice.

This warning applies to "Neo Geo hardware and software which is coin-operated or designed for consumer use and converted for coin operation.

INTERNATIONAL TEST REPORTS

AUSTRALIA Video Dedicated

1. "Four Trax" Namco
2. "Space Gun" Taito
3. "F 15 Strike Eagle" MicroProse
4. "Winning Run" Namco
5. "Hard drivin" Atari

Conversion Games

1. "Neo Geo" SNK
2. "Final Flight" Capcom
3. "Carrier Air Wing" Capcom
4. "Double Dragon 3" Technos
5. "Blood Brothers" Tad
6. "Raiden" Seibu
7. "Pit Fighter" Atari
8. "World Cup 90" Tecmo
9. "Trog" Bally
10. "Gun Dealer" Dooyong

AMERICA UPRIGHT VIDEOS

- 1 Race Drivin (Atari) (3)
- 2 Pit Fighter (Atari) (4)
- 3 Hard Drivin (Atari) (22)
- 4 Space Gun (Taito) (1)
- 5 TMNT (Turtles) (Konami)(13)
- 6 Galaxy Force (Sega) (8)
- 7 G-Loc (Sega)(7)
- 8 Four Trax (Atari) (3)
- 9 Final Lap (Atari) (26)
- 10 Team Quarterback (Leiland)(20)

VIDEO KITS

- 1 Ninja Combat (S) (SNK) (3)
- 2 Final Fight (H) (Capcom) (11)
- 3 Raiden (V) (Fabtek) (5)
- 4 Magic Sword (H) (Capcom) (4)
- 5 Strata Bowling (V) (Strata) (3)
- 6 Cyberlip (S) (SNK) (1)
- 7 Super Spy (S) (SNK) (1)
- 8 Off Road Trak Pak (R) (Leland)
- 9 Carrier Air Wing (H) (Fabtek) (1)
- 10 Blood Bros (H) (Fabtek) (1)

PIN BALL

- 1 Simpsons data east
- 2 Riverboat Gambler williams
- 3 Dr Dude bally
- 4 Diner williams
- 5 Elvira bally

JAPAN TABLE VIDEOS

- 1 Dragon Saber (Namco)
- 2 Majestic Twelve
- 3 Double Dragon III (Technos)
- 4Puzzled (Joy Joy Kid)(SNK)
- 5 Raiden (Seibu)
- 6 Punk Shot (Konami)
- 7 Pit-Fighter
- 8 Super Pang (Mitchell)
- 9 Carrier Airwing
- 10 Columns (Sega)

VIDEOS DEDICATED

- 1 Final Lap 2 (Deluxe) (Namco)
- 2 Space Gun (Taito)
- 3 Cisco Heat (Jaleco)
- 4 Final Lap 2 (Standard) (Namco)
- 5 Hard Drivin (Atari Games/ Namco)

UK VIDEO

- 1 Turtles
- 2 Final Fight
- 3 Moonwalker
- 4 Four Trax
- 5 SCI
- 6 G-Loc
- 7 Operation Thunderbolt
- 8 Beast Busters
- 9 Double Dragon
- 10 Galaxy Force

GERMANY VIDEO DEDICATED

- 1 Air Inferno
- 2 G-Loc Deluxe
- 3Pit Fighter
- 4 four Trax
- 5 Race Drivin

VIDEO KITS

- 1 Magic sword
- 2 Gals Panic
- 3 Gun Dealer
- 4 Raiden
- 5 Hammerin' Harry
- 6 Final Fight
- 7 Mustang
- 8 Major Title
- 9 Thunder Jaws
- 10 World Cup 90

PINBALL

- 1 Diner
- 2 Riverboat Gambler
- 3 Pool Sharks
- 4 Radical
- 5 Elvira

HONG KONG VIDEO KITS

- 1 Gals Panic
- 2 Hydra
- 3 Smash TV
- 4 Carrier Air Wing
- 5 Pit Fighter
- 6 Gun Runner
- 7 Columns
- 8 Lightning Fighters
- 9 Passing Shot
- 10 Surprise Attack

VIDEO DEDICATED

- 1 Hard Drivin'
- 2 Big Run
- 3 Champion Sprint
- 4 Super Hang On
- 5 Super Off Road

NEW PCB's NOW IN STOCK

NEMO-CAPCOM (Jamma, two player interactive, Horizontal.)

-A fantasy adventure from the company that bought us Final Fight, Mercs and Magic Sword \$1850

GUN FRONTIER-TAITO (Jamma, two player interactive)

-Fighter planes with a western theme
-Excellent game with Raiden type features \$1940

LAST DAY (Jamma, two player interactive, vertical)

-Solid air combat game that continues to earn good revenue . \$1280

PIG OUT (Two -Three player interactive, horizontal)

-This complete kit comes with full cabinet / control, Panel, Mylars.
-Mad Bobble Bubble type novelty game that took eight months of fine tuning before being released \$1600

GUN DEALER (Jamma, two player interactive, vertical)

-Card game combined with tetris
Good steady earnings-long term game \$1470

GHOST PILOTS (Neo-geo cabinets only)

- New release for 1991.
- Air combat game similar to flying shark \$760

COIN CASCADE CABINETS/PARTS

Complete 20" Cabinets 1 off	\$1750.00
5 off	\$1650.00
Economy 26" woodgrain	\$1900.00
Complete 26" Cabinet lowboy	\$2400.00
upright	\$2500.00

CONTROLS

Controls (Rotary type)	\$110.00
Controls (MCA) type 1 off	\$30.00
10 off	\$27.00

BUTTONS

Button (MCA) type 1 off	\$6.00
10 off	\$5.50
Buttons (mulon type)	\$9.00
Dummy buttons (plugs) 1 off	\$4.00
10 off	\$3.00
MCA button micro switches	\$8.00

POWER SUPPLIES

-15 amp switch mode/subboard 1 off	\$100.00
10 off	\$ 90.00
-15 amp switch mode 1 off	\$ 85.00
10 off	\$ 75.00
- subboard with leds	\$ 20.00

COIN MECHS

Coin Mechs (Video Game) 1 off	\$50.00
anit strimming 10 off	\$45.00
-Pinball Type (S10)	\$45.00
mech return spring	\$ 4.00
Front stainless plate (chaston cabinets)	\$20.00
AVE coin mechs (20c/50c)	\$130.00
10 off	\$110.00
Ave Mech. microswitches	\$12.00

KORTEK TUBES/MONITORS

Tube/Monitor/Transform 26" 1 off	\$900.00
(Kortek Original) 10 off	\$800.00
Tube/Monitor/transform 20" 1 off	\$475.00
(Kortek Original) 10 off	\$425.00
Kortek 20" Tube	\$250.00
Kortek 20" Monitor	\$250.00
Kortek 26" Transformer	\$ 60.00
TV 20" transformer	\$ 45.00
TV Tube surround (Cardboard)	\$ 3.00
Header Panel (Aluminium)	\$ 7.00

CONTROL PANELS COMPLETE -

STANDARD OR 500m WIDE

* Available in different colours	
Single Player complete	\$120.00
Double Player complete (3 button)	\$190.00
Taito Japan (3 button)	\$200.00
Three Player complete (3button)	\$300.00

CONTROL PANELS/ METAL WORK

Single Player	\$45.00
Double Player	\$45.00
500m Wide	\$45.00
Taito Japan	\$70.00
Three Player	\$90.00
Control Panel Clamps	\$ 8.50
Arch Rival Control Rubbers	\$20.00

CABINET GLASSES

20" Standard	\$40.00
26" Standard	\$50.00
500m Standard	\$45.00

CABINET PARTS

Mains Switch Panel	
(Cascade External)	\$30.00
(Chaston Internal)	\$15.00
Mains Cord/Plug (Clipsal)	\$14.00
Coin Counter complete with PCB	\$25.00
Cash Box Door	
(Metal single coin mech.)	\$55.00
(Metal double coin mech.)	\$55.00
(Metal 4 coin mechs.)	\$65.00
Cash Boxes (slide type)	\$30.00
(Taito type)	\$30.00
(Gambler type)	\$30.00
Wheels (long life)	\$15.00
Locks (barrel type)	\$11.00
(Cuboard type)	\$12.00
Flur Fittings Complete	\$45.00
Flur Tubes	\$ 6.00
Speakers	\$20.00
Lexon	
(Clear for header panels/thick)	\$12.00
(Clear for header panels/thin)	\$ 6.00
Bolts for Taito panel	
with butterfly nuts	\$ 2.00

FULL RANGE OF GAME HEADER

PANELS AVAILABLE

MINI LOOMS

Complete mini loom - 1 player	\$35.00
Complete mini loom - 2 player	\$40.00
28 way molex connector	\$ 6.00
Mini loom plug	\$ 4.00

PCB HOLDERS

plastic pcb holders	\$20.00
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Stainless Steel Top Won't Wear Out!

Imagination Leisure's SST Will Earn Top Money Year After Year And SST's Stainless Steel Top Just Won't Wear Out!

SST is the industry standard in air cushion hockey games. It's durably built to outlast all others and is a top money earner in all types of locations. SST now comes with digital scoring and a new field-tested logic system. It includes features that operators want for service-free operation. It's durably built to last forever.

PLAY APPEAL...

Wide goals make scoring easier... faster. SST is more fun & operators earn more.

STAINLESS STEEL TOP... THAT WON'T WEAR OUT.

DIGITAL SCORING...

with rock solid logic board that's location tested for over 3 years.

HISTORY...

We've been building Air Cushion Hockey games for over 14 years. SST is as good as a game can be. It's state of the art.

MICA TOP?

Want a cheaper price? Try an SST with our Tuff Surface brown mica top. It's not nearly as good as Stainless Steel, but it's available if you want it.

WANT TO SEE SST IN ACTION?

Look In At:

- Disneyland • Disneyworld • Show Biz Pizza
- Malibu Grand Prix • Putt Putt Golf & Games
- Pizza Time • Chucky Cheese
- Tokyo, Paris, London, Djakarta & Thousands of Arcades & game rooms throughout the world.

SST SPECIFICATIONS

103" x 50" 450 lbs.
262 cm x 127 cm 205 kg.

SOLID & ATTRACTIVE CABINET

built for only one purpose... Air Cushion Hockey games.

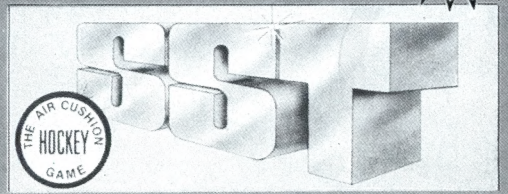
SERVICEABILITY

A pleasure to service... both ends unlock and swing down... a must for clearing junk from goals... clear plastic goal covers show any stoppage at a glance. Blower accessed easily through filter door.

IN
STOCK
NOW

SST FEATURES:

- Operates of combination of adjustable Time and Scoring.
- Automatic Scoring with Game Over Light.



Auckland/Northland: Maarten Boogert Ph (09) 524-2639 Fax (09) 524-5773
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NEO-GEO NEWS

Neo-Geo units began shipping in late November 1990 to customers who took advantage of the preview offer. On receipt of their first units many customers took the opportunity to immediately reorder additional units to take advantage of the Christmas rush.

The return over the Christmas period was excellent with one operator (North Island small Town) Reporting a weekly gross take of \$960. Throughout New Zealand most areas now have at least one unit operating so those of you who prefer to let earnings tell the full story can now get first hand information on earnings in their area.

As all the Neo-Geo units are pre programmed to accept the \$1 and \$2 coin (Due for release 11/2/91) operators can except to immediately take advantage of these coins. (In Australia the \$1 and \$2 coin increased revenue in video games able to accept them by up to 20%)

If you have not considered Neo-Geo and you intend to be in business for more than 12 or more months-you should speak to any operator who has units and see why.

NEO-GEO GAMES

\$760 EACH

	TOP GAME	GOOD EARNER	OK	FORGET
NAM 75		✓		
Baseball	✓			
Golf				✓
Riding hero (link potential)		✓		
Ninja Combat	✓			
Super Spy		✓		
Cyberlip	✓			
Bowling (link potential)	✓			
Puzzled			✓	

New Zealand Agents

Area 1.

Auckland Coin

Maarten / David Boogert

8 Roxburgh St Auckland

Ph: (09) 524-2639

Fax: (09) 524-5773

Display Stages Entertainment Centre

22 Custom St. Auckland

Area 2.

Magenta Coin services

Robert Briggs

65 Amohau St. Rotorua

Ph: (073) 463-783

Fax: (073) 463-784

Display Merlins Entertainment Centre

65 Amohau St Rotorua

Area 3.

Spacetec Holdings Ltd.

Mike de Ruyter

223 High St, Lower Hutt

Ph: (04) 699-107

Fax: (04) 699-107

Display: Wizards Lower Hutt

223 High St

Crystal City- Wellington

Area 4.

Coin Cascade Ltd

Gary Walker

5 Vulcan Place, CHCH 2,

Ph: (03) 3381-411

Fax: (03) 3381-410

Display: Wizards Gloucester St



New Zealand exclusive agents for:

:Leisure & Allied Industries: Largest operator, manufacturer of coin related equipment in South Pacific.

:Kortec: Manufacturer of Kortec range of top quality TV tubes, monitors and power supplies

:Neo - Geo range of products.

New Zealand agents for:

Multicoins: Manufacturers of top quality MCA joysticks and buttons,

Mischa Scan Coin: Importers of the full range of electronic coin / note counting machines.

GO HOG WILD WITH

DINE LIKE A SWINE!

PIG OUT™

It's Porker Pandemonium!

Cast no pearls before these swine. Because from the moment they break loose from Al's Butcher Shop, these rampaging rooters will have players glued to their controls as they gobble their way to ham hock happiness!



Porcine Fun For Everyone!

Through food warehouses and giant freezers, meatball factories and hotel corridors, this prodigious pack of porkers runs amuck against scrolling backdrops of the city in their action-packed search for fattening goodies to wolf down.

And speaking of wolves, watch out! Because they're lurking everywhere ... behind fire hydrants and crates and unlocked doors ... just waiting for the chance to pounce. As if being pursued by Al the Butcher wasn't enough, one false step and it's pork chops!

PIG OUT!™ Brings Home The Bacon!

Fun for players of all ages, PIG OUT!™ lets you choose your favorite porker: Josie, Scooter or Floyd. Then, it's a wild swine stampede through an unsuspecting city as you try to stuff your snout with as many goodies as you can grab. The Calorie Gallery awaits a master muncher!



Up to three players can share the fun by joining in at any point in the action. A hog-sized 25-inch high resolution monitor dazzles you with colorful graphics ... accompanied by "big pig" sound effects. PIG OUT!™ is available in a rugged, dedicated cabinet designed to withstand even the most ham-fisted crowd!

PIG OUT!™ High calorie fun that'll really fatten up your cashbox!



Available in Australia and New Zealand as a BEFFU tested conversion kit

The Legend of Makai	\$380.00	Vigilante	\$450.00
The Leg'd of Hero "Tonma" (Irem)	\$700.00	Violence Fight (Taito)	\$1400.00
Task Force Harrier	\$880.00	Volfied (Taito)	\$1550.00
Tetris	\$800.00	U.S.Navy	\$1950.00
Thunder Cross	\$680.00	Wardner (Taito)	\$280.00
Thunder Fox	\$1250.00	Willow (Capcom)	\$1500.00
Thunder Force	\$1250.00	Wonder Boy	\$300.00
Thunder and Lighting	\$1250.00	World Cup '90 (Temco)	\$1100.00
Truxton	\$870.00	Wrestle War (Sega)	\$675.00
Tiger Heli (Taito)	\$320.00	X Multiply (Irem)	\$750.00
Toki (Tad)	\$800.00	Yanchamaru	\$250.00
Twin Cobra (Tiger)(Taito)	\$500.00	Yoma Ninpocho	\$250.00
Twin Hawk (For 2 players)	\$500.00	Zero Wing (TOA)	\$750.00
VapourTrial (Deco) (Kuhca)	\$980.00	1941 (Capcom)	\$1500.00
		1942	\$350.00
		1943 KAI (Capcom)	\$350.00

COIN SLOT—PINBALLS



ROCK-OLA MIRAGE



: 100 C/D capacity
 :LED display for "Top Hits" and "Selection in play"
 :Wired or infra red control system

Price: \$8000 Plus GST (C/D's extra) - Ex Stock
 \$7250 Plus GST (C/D's extra) - Ex U.S.A

NE MO

BRAND NEW VIDEO GAME
CP-System No.13

CAPCOM

A Fantastic Adventure Through A Magical Land

One night when a boy named Nemo settled down to sleep, he received an invitation from the King of Slumberland to come and play with the Princess. But when Nemo went to Slumberland, he couldn't find the King.....

NE MO TM

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Mega Blast (Taito)	\$800.00	Robocop (Deco)	\$550.00
Midnight resistance (w/Loop Lever) (Deco)	\$950.00	Rod Land (Jaleco)	\$1850.00
Mercs	\$1500.00	Rolling Thunder	\$650.00
Monster Lair (Seca)	\$550.00	Rough Racer (Seca)	\$1120.00
Monster Land	\$400.00	Royal Casino	\$400.00
Mustang	\$1400.00	R-Type II (Irem)	\$750.00
New Zealand Story (Taito)	\$550.00	Rush and Crash	\$260.00
Ninja Gaiden NF	\$900.00	Rygar	\$280.00
Ninja Kids II	\$200.00	Salamander	\$400.00
Ninja Spirit	\$650.00	Secret Agent (S'SPY)	\$700.00
Omega Fighter (UPS) (eng)	\$390.00	Shinobi (Sega)	\$600.00
Outzone	\$1100.00	Side Arms	\$250.00
Operation Thunderbolt kit	\$1850.00	Silk Worms	\$450.00
Pipe Dream	\$744.00	Sky Adventure (SNK)	\$650.00
Pound for Pound	\$2100.00	Sky Soldier (SNK)	\$650.00
PocketGall II	\$520.00	Slap Fight	\$250.00
Punk Shot	\$1690.00	Snow Bros. (TOA Plan)	\$800.00
Pang	\$700.00	Spartan X	\$250.00
Packland	\$550.00	Spelunker	\$220.00
Pacmania (namco)	\$1100.00	Splutter House (Namco)	\$1100.00
Passing shot	\$650.00	SCI Kit (Includes steering etc)	\$3600.00
Perfect Billiards	\$350.00	Shadow dancer	\$870.00
Pinball Action	\$250.00	Sky Smasher	\$1480.00
Plotting (Flippul)(Taito)	\$400.00	Spinal Breaker	\$1380.00
Pole Postion II (PCB)	\$790.00	Street Smart	\$808.00
POW (SNK)	\$470.00	Super Pang	\$1440.00
Prehistoric Island	\$580.00	Superman	\$1320.00
Puznic (Taito)	\$650.00	Surprise Attack	\$720.00
Rally Bike	\$600.00	SRD	\$350.00
Raiden (Sribu)	\$1380.00	Street Fighter (Capcom)	\$1100.00
Rainbow Island	\$320.00	Super Formular Kit (Video System)(Dart Fox Type)	\$1300.00
Rasten Saga	\$480.00	Superline	\$520.00
Rasten Saga II	\$590.00	Tecmo Knight	\$800.00
Revenge of DOII	\$260.00	Terra Cresta	\$320.00
Riddle of Pythagoras (w/Sensor Controller)	\$200.00	The Hustler (Konami)	\$300.00

Original Logic PCB Available EX Japan

Allow one - three weeks delivery

Prices may change due to New Zealand dollar variation

Air Buster (namco)	\$900.00	Double Dragon	\$500.00
Air Duel	\$1480.00	Double Dragon II	\$700.00
Air Wolf	\$250.00	Down Town (Taito)	\$400.00
Aliens	\$1260.00	Fighting Fantasy (Data E)	\$500.00
Alien Storm	\$890.00	Fighting Hawk (Taito)	\$500.00
Altered Beast	\$685.00	Final Blow	\$900.00
Area 88 (UN squadron)	\$1500.00	Final Fight	\$1800.00
Argus	\$250.00	Finalizer	\$200.00
Athena	\$250.00	Fire Battle (Taito)	\$200.00
Baloon Bros 700 (konami, Black)	\$300.00	fire Shark (Toa)	\$1100.00
Block Out Kit	\$780.00	flipper Jack	\$200.00
Boulder Dash (data east)	\$920.00	Flying Shark (Taito)	\$500.00
Bubble Bobble (Taito)	\$600.00	Formation Z	\$200.00
Beast Busters Kit (Gun/Panel)	\$4000.00	Free Kick	\$200.00
Beach Volley	\$350.00	Galaga 88	\$1160.00
Bonanza Brothers	\$860.00	Gang Wars (SNK)	\$800.00
Burning Force	\$1200.00	Gemini Wing	\$450.00
Caliber 50 (seta)	\$800.00	Ghost'N'Goblins	\$390.00
(with 16 way special joystick)		Gigandes (Micro Tech)	\$650.00
Chelnov	\$380.00	Golden Axe (Sega)	\$850.00
Cadash	\$875.00	Golden Poker	\$300.00
Castle of Dragon	\$380.00	Gradius III (Konami)	\$750.00
Chase H.Q. Kit (Shift Lever/accel etc)	\$3500.00	Guerilla War (SNK)	\$450.00
Columns II	\$968.00	(w/2Pcs Special Joystick)	
Crime Fighters	\$1288.00	Hammerin Harry	\$980.00
Chiki Chiki (6up/ m'twins)	\$1480.00	Hard Puncher	\$1100.00
Chopper 1 (SNK)	\$400.00	Halleys Comet	\$450.00
Commando	\$200.00	Heavy Unit (Taito)	\$350.00
Crackdown	\$800.00	Hell Fire (Taito) (2 Players)	\$550.00
Crime City	\$1000.00	Ikari (w/2Pcs Spec'l J'Stick)	\$350.00
Crude Buster	\$1200.00	Image Flight (Irem)	\$600.00
Dark Seal	\$1000.00	Inspector X (Taito)	\$650.00
Demons World (Taito)	\$550.00	Jockey Club	\$2000.00
DJ Boy (sega)	\$800.00	Karuki Z (Taito)	\$350.00
		Kaceki (Taito)	\$350.00
		Klax	\$480.00

NEO-GEO Test Results - New Zealand

The three test units continued to perform well over the last month at a time most operators / arcades are finding things quiet. It is interesting to note that the games you wouldn't necessarily buy are earning great money (.e.g: baseball, bowling)

JAN

Week one	Week two	Week three	Week four
280	300	390	460
300	500	550	580
180	200	320	400

Japan

Turtles-2 and new HQ

JAPANESE developers Konami Industry Co., has announced a major move for its influential overseas department. The 13 man team which deals with world sales outside Japan and the U.S.A, has moved from the corporate headquarters in Kobe to fresh offices in Tokyo.

One of the first jobs for Hitoshi Imai, the director of the department and his team, is to plan the launch of teenage Mutant Ninja Turtles Mark 2, the widely expected follow-up game. Mr Imai said that he would commit himself no further than to acknowledge that the game would be out "some time in 1991" His deputy, Kenji Hiraoka, told us that there were 10-12 new games in R. and D. at any one time and it was possible that one or more of these would be launched prior to the second turtles game

THE SHOW

AMUSEMENTS TRADES EXHIBITION INTERNATIONAL

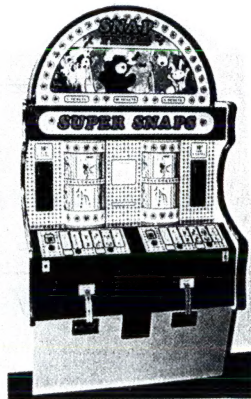
They all try to steal its thunder, but there's only one ATEI!

The London show, as it is better known world-wide, continues to have the edge in the field of exhibitions, but it has had to work to stay there. There is a peculiar one-upmanship among the organisers of coin machine exhibitions in the international marketplace, a desire to attain for their own shows a pre-eminence. It is rather akin to educational institutions launching new degree courses, or newspapers winning awards for design; it doesn't necessarily improve income, but it does wonders for the ego.

The Amusement Trades Exhibition International has for so long been the top international coin machine exhibition that it is inevitable that it is the one they all tilt at. It is the bench-mark to be emulated and bettered. For years there was nothing to touch it in terms of spectacle, organisation and reputation as an international meeting - point. The first show to hit prominence on the international scene was the Tokyo Exhibition at about the time of Space Invaders, which puts it at around 1980 but that was only

two days and was a one-product show (video games). Then there was the American show, the AMOA, generally held in Chicago. It should have been in the market for the top honours but it failed to respond to overseas visitors, was therefore too insular and the exhibits were not on the same class as the elaborate stands at ATEI.

Then there was the German show, the Ima, usually in Frankfurt. That came closest to competing and for some years insisted that it was the "largest show of its kind" - carefully chosen words to cover for the fact that so much of it was vending.



Whittaker's Super Snaps.

But ATEI, after all, quickly specialised in "extra sectors" bringing in major theme park rides, so it too added "fringe products".

The truth probably is that Ima was too stereotyped, too clinical, and latterly too dominated by one company to compete. But there's still the excellent FER in Spain, whose Achilles' heel is undoubtedly an unstable home market. And there's the Forain expo-Amusexpo in Paris, in recent years a rapidly - expanding show. Competition for the international laurels is still strong..

ATEI still wins. It wins because it is a melting-pot of British and foreign products, a glorious hotch-potch of differing influences, a gigantic bazaar of amusement devices, and London is more FUN than Frankfurt, than Barcelona, than Chicago, than Tokyo. The organisers have struck the right balance, they've got their act together and they've ended up with a show that everyone loves.

But it was not without trying, not without some soul-searching, some disasters and some skilful manoeuvring.

The ground work was probably laid by John Singleton in the longer term past, with Joe Burnip, his successor taking on the plans a stage further. This year Michael Shefras has taken over the management of the show for a year pending the appointment of a new general manager for the 1992 show.



Sega's R360 simulator.

The progress has been nothing more than revolutionary. In the past five years the exhibition has doubled in size, opening up a new section of hall at Olympia in London, bringing in first the major rides of travelling showmen and theme parks and latterly casino equipment. Much more heavily; internationally intensive advertising has been embarked upon, seminars have been introduced, catering improved, an extra day added, the balcony opened up, the environment made more comfortable and ATEI has gone decidedly up-market.

And next year the show shifts across to Earl's court, another famous London exhibition centre, to a new hall there on new dates, a month later than in 1991. That makes the show fit and ready for a whole new decade of success.